

Realm Coins

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Peasant: Mob! Peasants after the first three have a value of 2 each while in your bid.



Boar: Charge! A bid or pool with more boars wins ties.

Preparation: Each player's stash starts with: 4 copper, 3 silver, 2 gold. Place five pools lined up in the center of the table as following:
1 copper
1 copper, 1 silver
1 copper, 2 silver
1 copper, 1 silver, 1 gold
1 copper, 2 gold
Place 12 gold and 6 silver in the pouch. Any extra coins are set aside and not used.

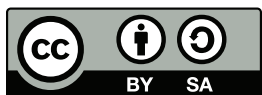
Revealing Bids
When all players are ready reveal all bids simultaneously. Return any crowns not escorted by a knight to that player's stash. If a player bids zero that player places a coin from their stash into the largest pool, all other player's bids return to their hands, and a new round is started.

Winning Pools
Starting with the highest ranked bid, players win the highest valued pool. You may not choose a different pool. With 2, 3, or 4 players there will be pools left over. If there are ties in the bid ranks, even after considering boars, then use the rules for tying bids in the next section.

Now collect the pool you've won by placing all the coins from the pool into your stash. If your bid contained any wyverns and you did not collect a gold coin from the pool you must take a coin from your stash for each wyvern and place it into your bid. If you have no coins left you are out of the game.

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Players: 2 to 5

Contains: 25 copper, 25 silver, and 25 gold coins; a pouch; and these rules.

Overview: The goal of the game is to have a stash with a value of 40 or higher. Each turn every player will secretly bid simultaneously. Higher value bids win the higher value of the five pools.

Coins: The values and abilities are:

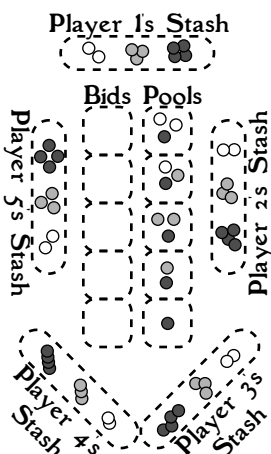
♣ Copper 1 Value
♠ Silver 3 Value
♠ Gold 5 Value



Knight: Quest! Knights return to your stash if they do not change the rank of your bid.



Gryphon: Swoop! Swap a coin from the pool you've won and the bid a rank higher.



Ranking Bids
After all bids are revealed determine which bids have the highest value. If there are more than three peasants in a bid the peasant's "Mob!" rule applies. Ties are broken by the number of boars. Starting with the lowest value bid check if any knights return to the players stash.

Tying: tying players return their bids to their stashes. A number of the highest value pools still available equal to the number of tying players are converted into bids. This means the tying players will win nothing, and the pools they would have won change into bids (making them available for lower bidding gryphons).

Bookkeeping
All of the bids become pools. Place the pools in the order of highest value to lowest value with boars breaking ties. The player who won the highest value pool (tying players are ignored) now takes one coin, without looking, from the pouch and adds it to the highest value pool.



Crown: Escort! Return crowns from your bid unless a knight is included.



Wyvern: Appease! Sacrifice a coin from your stash unless you win a gold coin.

How to Play: The game is played in rounds. A round consists of 6 phases.

Forming Bids
Each player secretly bids by hiding their stash behind one hand and sliding some of their coins under their other hand, forming their bid. You may flip coins before putting them into your bid.

Phase Summary

- Forming Bids
- Revealing Bids
 - Crown Escort!
- Ranking Bids
 - Peasant Mob!
 - Boar Charge!
 - Knight Quest!
- Winning Pools
 - Gryphon Swoop!
 - Wyvern Appease!
- Bookkeeping
 - Reorder Pools
 - Add Coin
- Determine Winner

Place your bid parallel with the pool being won (This helps keep things organized). If you have any gryphons in your bid you must simultaneously switch one coin per gryphon from the pool you've won with the bid one rank higher. If you are the highest bid your gryphons will have no effect.

Determine Winner
If any player has a stash value of 40 or more the player with the highest value stash wins. If there is a tie for highest value stash over 40 another round is played. The player with the highest value stash at the end of that round is the winner even if their stash value is below 40.